

WARHAMMER 40,000

DARK STARS: MEDUSA V

WARNING!
This is NOT a tournament!

CAMPAIGN PLAYER'S GUIDE

Version 1.0



Dark Stars: Medusa V

Welcome to Medusa V

You will be one of the commanders taking part in the Warhammer 40,000 campaign entitled "The Fall of Medusa V"; the event is set around the Sybilla Tertius Hive on that world.

This weekend is designed to be as enjoyable as possible but is not, we repeat, NOT A TOURNAMENT!

Campaigns present Games Workshop hobbyists with an opportunity to play in a different style to usual. In short, campaigns are all about "mixing it up" and trying out new ideas. This campaign is a unique event and not intended to be like our previous events; by definition, campaigns are different.

The team running the event is there to help describe the campaign story, as it unfolds through your games, and to ensure everybody has a great time.

You'll need to think differently and bring with you a flexible mindset. Games will be driven by the narrative of the campaign, not by decisions made by the game authors that never predicted the situations the event will present to you. To coin a couple of phrases, "everything you have been told is a lie," and, "expect the unexpected."

All of this means that during the course of the event various games may appear (or actually be) a bit one-sided when viewed from the usual gaming viewpoint.

DON'T PANIC!

In any war, commanders have to deal with unfair and unbalanced situations, using cunning and skill to prevail against overwhelming odds, and the same may be true for you.

This might mean that certain units or characters you choose for your army list may not always be available in every scenario that you play. In addition, scenarios and events in the campaign may ask you to play with things in ways that contradict the usual rules of Warhammer 40,000. This is all part of the enjoyment of the event.

However, whatever the scenario or battlefield conditions, your game and your story will always count in the big scheme of things; the event team will always try to make sure that you are not asked to play a game you simply can't

OF VITAL IMPORTANCE!

*Please ensure your registration card has reached us no later than
Friday 5th May 2006!*

Once registered, a pre-release product order form for the weekend will be emailed or posted to you; additionally, assuming you have provided a valid email address with your registration, you will receive a pre-event email containing bonus intelligence information relevant to your faction on Medusa V.

'win' before any dice are cast. There will always be critically important mission objectives that you will need to strive to achieve.

Most importantly remember that, as this is a team event, even if you lose your individual battle your faction may still do well overall; don't worry about 'winning', just think about having a good time.

Part of a bigger event...

Dark Stars: Medusa V is the prequel event in the UK's Warhammer 40,000 campaign for 2006. This means that events at this weekend will be setting up key situations in the main campaign to come in July 2006.

Background

Whilst Medusa V was originally settled in the 38th millennium, the Sybilla Tertius Hive is one of several prefabricated cities constructed approximately two hundred years ago for the immigrant survivors from Medusa IV. As such it has grown over the years to suit the needs of the inhabitants.

In the present day the city is being used as a staging post for a build-up of Imperial forces; these forces are embarking upon the reinforcement of the Sybilla Quarantine Zone recently imposed by the Inquisition. Xenos forces belonging to the Tau, Eldar, and Ork races have all been detected in the areas surrounding the city in recent days. Underneath the city itself, other, more terrible creatures lurk...

The opening battle of Sybilla Tertius is about to begin. The war for Medusa V is upon us...

Task Forces and Commanders

Upon registration each player will be assigned to a team, called a Task Force, containing up to seven players. You and the other players in your Task Force are allied field commanders fighting as part of either the Imperial Garrison or one of the four Xenos conspiracies.

Before the first game on Saturday you will be asked to gather at one of the sixteen rally points and nominate a Task Force Commander. It is the Commander's responsibility to brief your Task Force each round and then, at the end of each game, collate results and hand those back to your General, who will be represented by a member of the event team.

Outline of Play

Each faction has a number of objectives to achieve over the course of the weekend. These objectives will become apparent and be revealed as the campaign unfolds.

The campaign will be fought in a series of rounds. Each round a series of battles will be fought using the Warhammer 40,000 game rules. Each player within the campaign will take part in each round.

At the beginning of each round your Task Force Commander will be issued with a Mission Briefing from your Generals outlining your objectives that round, and which scenarios you must play to achieve them. The Mission Briefing will assign the Task Force to a battlezone which places those players in direct opposition to another Task Force.

Each Task Force must decide which player will undertake each of the objectives assigned to it (defined as Objectives A to G) and note this upon their Mission Briefing. Each objective will have associated scenarios to be played. Once both sides have made their decisions the Task Force with the Initiative (which we'll explain later) must select the tables on which the games will be played within that battlezone; players on each side can then pair up (A vs A, B vs B, etc).

As your games finish you must report the result (Win, Lose or Draw) to your Task Force Commander; the Commander in turn must pass all of the completed mission briefings back to your General.

Your Task Force's success or failure in a particular battlezone will determine the future objectives available in those places; it will also determine your level of Initiative.

In addition to all of this there are various Campaign Bonuses to be earned during the course of the weekend. Examples may include earning the right to use exclusive Reserve Units in your battles, the freedom to re-assign units within your Task Force, or the chance to play effects that influence the battle situations you face.

Should anything particularly notable happen during the course of your game, such as an act of extreme heroism or crushing tragedy, please let the event team know about it. You may be 'Mentioned in Dispatches' and gain additional honour for your Task Force, and perhaps even more...

What You'll Need

You will require a painted Warhammer 40,000 army divided into two distinct forces, as indicated in the following sections. You will require two copies of both of your army lists. These must include all of the models in your army, their points value, and the points of any upgrades or wargear. One of these you should keep with you during the entire weekend, and the other should be available for inspection by the event team upon request.

Flexibility is required during the campaign because, at certain times in the weekend, you may find your army structure altered or boosted due to circumstances on the battlefield. All players are requested to present each of their unit choices on the specially provided **Warhammer 40,000 Medusa V Roster Cards**.

Presenting your army using these Roster Cards will greatly simplify any need you may have to make changes to your army structure during the weekend. Any additional Reserve Units provided to your army will also be presented using this format.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of painting requires that at least three colours are painted on to the model and that the bases are textured in some manner. If the event team sees any unpainted figures on tables you will be asked to remove them.

Saturday 20 th May 2006	
9:00-9:45	Arrive & Check-In
9:45-10:15	Task Force Commander nominations and initial briefing
10:15-11:30	Game One: 400 points Doubles
11:30-11:45	Break
11:45-13:00	Game Two: 400 points Doubles
13:00-14:00	Lunch
14:00-16:00	Game Three: 1500 points
16:00-16:15	Break
16:15-18:45	Game Four: 1900 points
19:00	Dinner
Sunday 21 st May 2006	
9:30-9:45	Entry
9:45-10:00	Day Two Briefing
10:00-12:30	Game Five: 1900 points
12:30-13:30	Lunch
13:30-15:30	Game Six: 1500 points
15:30-15:45	Break
15:45-17:00	Game Seven: 400 points Doubles
17:00-17:30	The war begins...

We would ask all players to choose painting schemes that reflect the Warhammer 40,000 universe – doing this will greatly increase everyone's enjoyment of the campaign!

In addition to your army you will need the following:

- This document
- A spare copy of your 1500 points and 400 points army lists
- 3 Objective Markers – these can be modelled up to 40mm diameter
- Dice
- Tape measure
- Superglue for battlefield repairs
- The appropriate Codex and any other books/material relating to your army (for example Chapter Approved articles or Imperial Armour books).
- The Warhammer 40,000 Revised Edition rulebook. You need this because a lot of the material from the second half of the book will be used throughout the campaign, and the Battle for Macragge booklet does not contain this stuff.

Rules of Engagement

The Warhammer 40,000 Revised Edition rules will be used for this campaign weekend, as will the latest Frequently Asked Questions (FAQ) documents from the Games Workshop website.

Each player will require two armies selected from a single army list - see the sections entitled Permitted Armies and Faction Briefings.

One element will be a 400 points Combat Patrol, selected according to the Combat Patrol limitations. These can be found on pages 182-183 of the Warhammer 40,000 Revised Edition rulebook and are clarified later in this pack.

The second element will be a 1500 points army selected using the appropriate Force Organisation Chart (as indicated in the Permitted Armies section of this booklet) and fielded as a single detachment.

You must have enough models to field both of these armies at the same time if necessary.

No more than 400 points may be spent on your Combat Patrol forces and no more than 1500 points may be spent on your main army.

All models within your armies should conform to "what you see is what you get" (WYSIWYG). In other words, all equipment that can be appropriately shown should be clearly modelled on each miniature.

Equipment detailed only in Forge World's Imperial Armour publications may be used, provided they do not have Structure Points and are available to the appropriate army. If a vehicle is described in more than one Forge World publication, the most recent version must be used.

No Special Characters may be chosen.

NOTE: We strongly suggest that you read all of the scenarios from the main rulebook as many of these will be used over the course of the weekend. If you have any further questions regarding army selection, please contact the event organisers before the weekend.

Campaign Experience

Part of the theme of this campaign is the impact of the war on the troops in the field. To help represent this we have decided to use the core of the "Earning Experience" rules presented in the Warhammer 40,000 Revised Edition Rulebook, pages 242-249. The only sections we will not be using are the paragraphs entitled "Changing a Unit" and "Retraining" on page 244, as these add too much housekeeping to the event to warrant inclusion.

At the end of each battle you will need to update the Experience of each of your units and may earn Battle Honours for units that survive multiple missions. At the end of the weekend special awards will be presented to the Commander of each faction (Imperial, Tau, Ork, Tyranid and Eldar) who has accrued the highest total Experience points for their combined army.

Please make sure that you have read and thoroughly understand the Experience rules before you arrive at the event.

The Experience rules are much easier to administer if you utilise the Roster Cards provided with this pack.

Permitted Armies:

The lists on the following page present the allowed army lists for each of the Factions involved in the campaign. Each army is listed under the appropriate Faction heading and then offered the choice of specific army lists allowed. In all cases the most recent edition of the Codex will be used.



Medusa V Garrison

Imperial Guard - Codex Imperial Guard (Doctrines may be used) plus Deathwatch Veterans*

Space Marines - Codex Space Marines (Second Edition; Traits may be used)

Black Templars - Codex Black Templars

Blood Angels - Codex Space Marines plus Codex Blood Angels

Dark Angels - Codex Space Marines plus Codex Dark Angels & Dark Angels Codex Update (available from our website).

Space Wolves - Codex Space Marines plus Codex Space Wolves

Daemonhunters - Codex Daemonhunters

Witchhunters - Codex Witchhunters

* This army may use specialised forces, the rules for which are presented in this pack. Please refer to the Faction Briefings section.

Elarique's Alliance

Eldar - Codex Eldar

Iyanden - Codex Eldar plus Codex Craftworld Eldar

Saim-Hann - Codex Eldar plus Codex Craftworld Eldar

Alaitoc - Codex Eldar plus Codex Craftworld Eldar

Biel-Tan - Codex Eldar plus Codex Craftworld Eldar

Ulthwé - Codex Eldar plus Codex Craftworld Eldar

Ulthwé Strike Force - Codex Eldar plus Codex Eye of Terror

Alaitoc Infiltration Force*

* This army may use specialised forces, the rules for which are presented in this pack. Please refer to the Faction Briefings section.

Tau Array Protectorate

Tau - Codex Tau Empire*

* This army may use specialised forces, the rules for which are presented in this pack. Please refer to the Faction Briefings section.

Waaagh! Nazdreg

Orks - Codex Orks

Blood Axes*

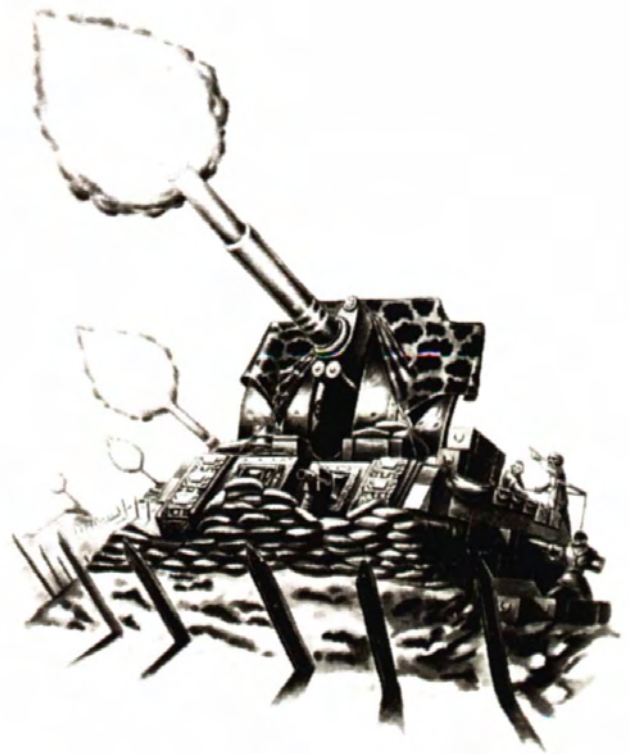
* This army may use specialised forces, the rules for which are presented in this pack. Please refer to the Faction Briefings section.

Hive Fleet Medusa

Tyranids - Codex Tyranids

Tyranid Vanguard Swarm*

* This army may use specialised forces, the rules for which are presented in this pack. Please refer to the Faction Briefings section.



Faction Briefing: Medusa V Garrison

Medusa V has been garrisoned by the Imperial Guard for at least 1500 years, since shortly after the discovery of Van Grothe's Rapidity and the first settlement of the world. Initially this was no more than a token presence alongside the Iron Hands Chapter of Space Marines. In the last two hundred years, since the disaster on Medusa IV, this presence has been increased to greater levels. It is, however, in recent months that Medusa V has seen a huge influx of Imperial men and material in response to Inquisitorial calls for aid.

Upon the onset of the current crisis petition has been made to the Holy Astartes to reinforce Medusa V further. As part of the response Index Xenos Kill Teams have been dispatched to directly support the existing garrison at Sybilla Tertius Hive.

News of the other Hives has been patchy at best and rumours are running throughout the Imperial Guard command structure. What is clear is that the planetary Governor has called upon the Holy Inquisition to take a look at matters that have arisen, including in the immediate vicinity of Sybilla Tertius Hive. Governor Norden of Sybilla has ordered the complete co-operation of all commanders with the will of the Holy Ordos.

Responding to the growing threat of a Xenos presence in the farmlands that surround the Hive, odd goings on at the Charybdis Crest mountain range, and the declaration of the Sybilla Quarantine Zone, the military might of the Imperium is going to a full alert status.

An exploratory offensive towards the Charybdis Crest is being prepared in an attempt to oust suspected Tau invaders. Additionally, Imperial forces have dispatched a recon-in-force to the north-east across the farmlands; their objective is to recover a full troop of Baneblade Super Heavy Tanks that failed to arrive at the Hive, and deal with what is suspected to be an Ork incursion.

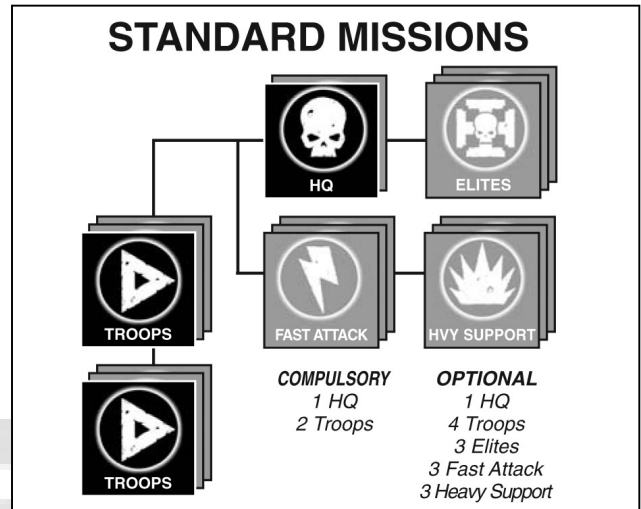
Army Selection Guidelines

Each army has been allocated a specific Force Organisation Chart for the purposes of the campaign; this is designed to represent the state of readiness and the expected mission role of each arm of the Imperial army in the coming offensives.

Imperial Guard:

The Imperial Guard are going to form the main part of the coming offensives. Additionally, the Guard have been deployed defensively around the Sybilla Quarantine Zone and within Sybilla Tertius Hive itself. As a result the Imperial Guard is the most flexible force in the field with all of its various units available and supplied.

Imperial Guard armies will use the Standard Force Organisation Chart.



In addition, Imperial Guard armies have the option of including the Deathwatch Kill Team choice detailed below. Please note that this version of the Deathwatch Kill Team entry is unique to the campaign weekend and differs from others published elsewhere.

The Witchhunters:

Witchhunter forces are being deployed to the field under the auspices of Inquisitor Thoth. Their purpose is obviously linked to the suspected Xenos threat but it is unclear whether they are merely being asked to bolster the general offensive or if they have a more direct mission in the region. All that can be conclusively claimed is that the Witchhunters seem flexibly armed and fully supplied.

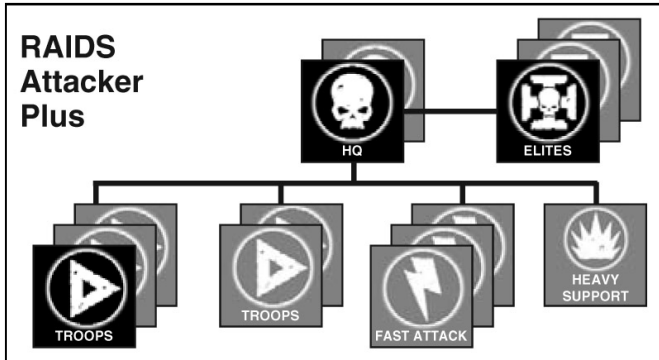
Witchhunter armies will use the Standard Force Organisation Chart (above).



Space Marines (All Chapters):

Dozens of Space Marine Chapters have responded to Captain Sicarius' of the Ultramarines call to arms in support of the defence of Medusa V. Sybilla Tertius Hive has been blessed with a strong deployment of these forces to enforce the Quarantine Zone. It has become clear in recent days that elements of these armies are being deployed to bolster the coming Imperial offensives as spearheads. Space Marine doctrine determines that a fast-moving and reactive stance must be prepared.

Space Marines of all Chapters will use the Raids Attacker Force Organisation Chart with one change: each force MUST include 1 Troops choice as a compulsory selection.

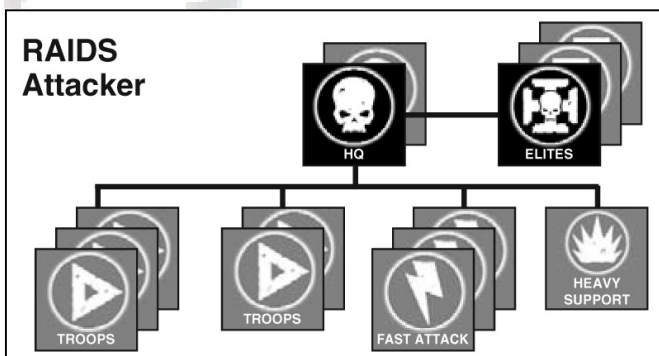


The Daemonhunters:

It is unclear why the Daemonhunters are being posted to Sybilla Tertius Hive. Garbled rumours of Chaos insurgency are making the rounds but there has been no sign of such activity reported to the Imperial Guard or Space Marine commanders. Questions on this matter receive a stony silence.

Observation of the logistical build-up in relation to these holy warriors seems to point to preparation for some kind of lightning raid campaign. All of this is, of course, conjecture.

Daemonhunter armies will use the Raids Attacker Force Organisation Chart.



FACTION SPECIAL OPTION:

Imperial Guard armies have the following option available to them in this campaign.

0-1 Deathwatch Kill Team (HQ Choice)

Deathwatch members are volunteers from Space Marine Chapters that rigidly adhere to the Codex Astartes; they are inducted into the Chamber Militant of the Ordo Xenos. At Sybilla Tertius Hive several of these Kill Teams have been attached to Imperial Guard formations in response to multiple Xenos threats.

Squad: The Deathwatch squad consists of one Space Marine Captain and between 4 and 9 Deathwatch Space Marines. (See stats at the bottom of the page).

Weapons: Bolter and Close Combat Weapon, Frag grenades, Melta-bombs.

Options: The Captain may select items from the Space Marine Armoury.

Any squad member may be upgraded to a Veteran at +10 points. Up to 2 Space Marines can be armed with a special weapon from the following list in place of their Bolter: Heavy Bolter with Hellfire ammo and suspensors at +15 pts; Bolter with M.40 Targeter and ammo at +10 pts; Plasma gun at +10 pts; Meltagun at +10 points; Flamer at +3 pts.

Any Veteran can be armed with a weapon from the following list unless they are also armed with a special weapon; the new weapon replaces their Close Combat Weapon: Power Fist at +25 pts; Lightning Claw at +25 pts; a pair of Lightning Claws at +30 pts (these replace both the Bolter and Close Combat Weapon); Power Weapon +15 pts.

All models armed with a Bolter may be issued with one of the following special ammo types: Metal Storm ammunition at +3 pts; Inferno Bolts at +5 pts; or Kraken Bolts at +5 pts. Note that the same ammo must be used throughout the squad.

HQ: Deathwatch Kill-Teams are an HQ choice for Imperial Guard armies in this campaign.

SPECIAL RULES

True Grit: The Deathwatch are trained to use their Bolters in close combat and therefore possess the True Grit special rule.

Deep Strike: The Deathwatch have many ways of reaching a battlefield by surprise. They may always start the game in reserve and arrive by Deep Strike regardless of the scenario.

DEATHWATCH KILL TEAM	Points	WS	BS	S	T	W	I	A	Ld	Sv
Captain	50	5	5	4	4	2	5	3	9	3+
Veteran Space Marine	30	4	4	4	4	1	4	2	9	3+
Space Marine	20	4	4	4	4	1	4	1	9	3+

Heavy Bolters with Hellfire ammo and Suspensors:

The Heavy Bolter is potentially a very versatile weapon, especially if equipped with additional suspensor units to provide enough stability to fire on the move. In addition to Suspensors, Deathwatch teams routinely equip their Heavy Bolters with Hellfire ammunition which carries mutagenic acid capable of wounding the toughest of creatures.

	Range	Str	AP	Special
Heavy Bolter	36"	5	4	Heavy 3
Heavy Bolter (with Suspensor Unit)	18"	5	4	Assault 3
Heavy Bolter (Hellfire ammo)	36"	5	4	Blast, Heavy 1, wounds on 2+

Bolter with M.40 Targeter: A normal Bolter equipped with an M.40 Targeter, auto-sense link and Stalker silenced shells acts as a perfectly satisfactory sniper weapon.

Range: 24"	Strength: 4	AP: 5	Heavy 2, Pinning
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Metal Storm Ammunition: A Bolter loaded with Metal Storm ammunition may be fired from the hip with remarkable accuracy. The Metal Storm shells explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. The penetrative and destructive qualities of the round suffer as a consequence.

Range: 18"	Strength: 3	AP: -	Assault 2
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Inferno Bolts: A Bolter loaded with Inferno rounds can cause far more horrific wounds than a conventionally loaded Bolter. This is achieved by filling the Bolt with an oxy-phosphor gel. Re-roll any failed rolls to wound (but not any vehicle Armour Penetration Rolls).

Range: 24"	Strength: 4	AP: 5	Rapid Fire
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Kraken Bolts: A Bolter loaded with a Kraken Penetrator Round is capable of piercing the toughest hide thanks to its Adamantine core and improved propellant.

Range: 30"	Strength: 4	AP: 4	Rapid Fire
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Faction Briefing:

Tau Array Protectorate

The Charybdis Crest, high in the mountains to the north of the Gue'la settlement, has provided an excellent position for an Earth Caste Etheric Scanner Array.

The Aun Council consider this work to be critical to The Greater Good, therefore it is your responsibility, as Fire Caste, to protect the Array.

Tau defences on the Charybdis Crest rely on fourteen Hunter Cadres using one of the two traditional styles of war employed on T'au: Mont'ka (the Killing Blow) and Kauyon (The Patient Hunter). In addition to this, the valley leading up to the Array is lined with snipers and drone turrets deployed in critical locations.

It has recently become apparent that the Gue'la military assets being deployed to the west of the Array have detected a number of advance drones and listening posts; intercepted Gue'la transmissions indicate that they are becoming suspicious and potentially aggressive. As a precaution, Shas'o R'th has placed the entire facility and all outposts on alert in case it becomes necessary to defend the main Array within the mountain itself. This area has been declared a Fire Warrior Protectorate, placing all Tau assets under the direct supervision of the Shas'o.

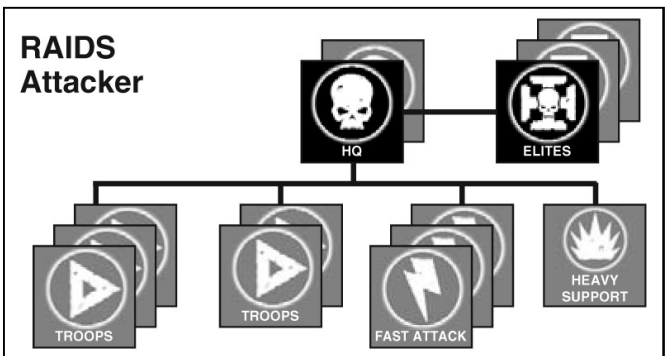
Army Selection Guidelines

Each army has been allocated a specific Force Organisation Chart for the purposes of the campaign; this is designed to represent the state of readiness and the expected mission role of the Fire Caste during the coming events.

Tau Mont'ka Cadre:

Mont'ka Cadre will be utilised in their traditional role as a strategic reserve ready to respond with lightning-fast counter-attack manoeuvres. The aim will be to disrupt the enemy advance, destroy reserves and to put any offensive off balance.

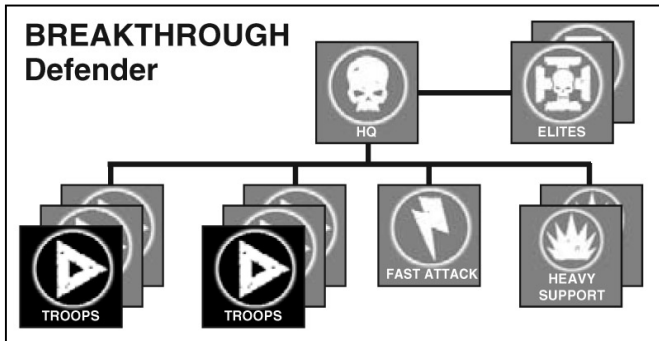
Mont'ka Cadres will use the Raid Attacker Force Organisation Chart.



Tau Kauyon Cadre:

Kauyon Cadre will be placed at the forefront of the defensive perimeter and be prepared to lure the enemy into carefully laid killing traps. Defence in depth will be the principle: the Gue'la will be tempted to drive ever deeper into the mountain passes whilst, all the time, the Kauyon hunters exact a punishing toll on their ability to fight.

Kauyon Cadres will use the Breakthrough Defender Force Organisation Chart.



Additionally, Kauyon Cadres may use up to two Tau Sniper Drone Teams and/or Drone Sentry Teams without them using a slot on the Force Organisation Chart.

Drone Sentry Team

A Drone Sentry Turret is an automated weapons system; each contains an advanced processor, giving it a basic intelligence much like a Drone. The turret itself consists of a cylindrical armoured hull with a pop-up turret which only activates when a suitable target is identified.

Please note: These rules replace those presented in Imperial Armour 3: The Taros Campaign for the duration of this campaign weekend; there is limited Air Caste support to deploy drone sentry turrets via Orca or Manta transports.

	Points	Front Armour	Side Armour	Rear Armour	BS
Drone Sentry Turret	45	12	12	12	2

Team: A team consists of 1-4 turrets

Type: Immobile (open-topped if fired last turn)

Crew: None

Weapons: A Drone Sentry Turret is armed with twin-linked Burst Cannons.

Options: The twin-linked Burst Cannons may be upgraded to twin-linked Missile Pods for +6pts; or twin-linked Plasma Rifles at +9 pts; or twin-linked Fusion Blaster at +7pts.

Heavy Support: A team of Drone Sentry Turrets is a Heavy Support choice for the Tau army.

Fortifications: In games using the Escalation Scenario Special Rule or where only limited units may start of the

board, Drone Sentry Turrets are always deployed on the table before the game as per normal.

SPECIAL RULES

Pop-up Turret: A Drone Sentry Turret only counts as open-topped once it has opened fire. If a Sentry Turret fired last turn then it counts as an open-topped vehicle. If the Sentry Turret did not fire last turn then it does not count as open-topped.

Damage: If the Drone Sentry Turret takes a Crew Shaken or Crew Stunned result (and therefore cannot fire), then the turret will automatically close, this is part of the turret's defence against incoming fire. It will not count as open-topped in subsequent turns.

Victory Points: Drone Sentry Turrets may not claim Victory Points for occupying a table quarter or other objectives.

Faction Briefing: Elarique's Alliance

Just west of the place the Mon-keigh call Sybilla Tertius, tucked in a valley, lies a distraught Webway Portal, one so troubled that has now become visible to the humans.

In their barbaric ways, the Mon-keigh have surrounded the region and prevented us from healing our child. They are intent on probing its secrets and breaching the Webway. With the arrival of Karandras on Alaitoc, the Farseers of several Craftworlds have listened to the discourse from Autarch Elarique Swiftblade of Alaitoc and formed an Alliance; Elarique's Alliance is intent on reclaiming the portal. The Farseer's have also instructed her to further probe another anomaly which lies within the Mon-keigh settlement itself.

The Alliance has gathered beyond the ruined valley, ready to smash through the Mon-keigh like the quiet wind.

Army Selection Guidelines

Each army has been allocated a specific Force Organisation Chart for the purposes of the campaign; this is designed to represent the state of readiness and the expected mission role of the Eldar during the coming events.

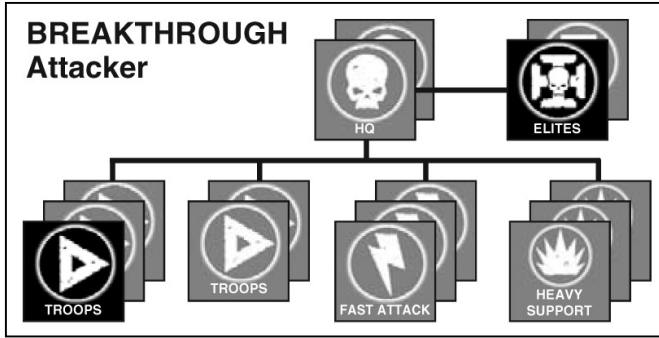
Eldar:

All of the Craftworlds have sent Eldar forces that are capable of taking part in the coming storm. Eldar from less famed Craftworlds will be utilised in the same manner as most of the others – that of a fast-moving strike force designed to carve into Mon-keigh battle lines and reach specific objective points.

Eldar armies will use the Breakthrough Attacker Force Organisation Chart (see overleaf).

Iyanden:

Iyanden has responded because of the terrible threat that the events on this world present. In short, the events here could lead to the final extinction of the Craftworld. Despite their fears, the Iyanden Ghost Warriors have



joined the Alliance with the hope that they can help destroy the portal.

Iyanden Ghost Warrior armies will use the Breakthrough Attacker Force Organisation Chart.

Alaitoc and Alaitoc Infiltration Force:

The Rangers of Alaitoc are leading the Alliance; inspired by the words of Karandras, and spurred by the visionary leadership of Elarique Swiftblade, the warriors of Alaitoc are prepared to lay down their lives for the future of their race.

Alaitoc and Alaitoc Infiltration Force armies will use the Breakthrough Attacker Force Organisation Chart (see above).

Biel-Tan:

The Tempest of Blades is assembled. This world will become a place of glory for the Eldar of Biel-Tan and teach the Mon-keigh many lessons. Indeed, the hopes of this Craftworld are that the Alliance will succeed in the coming strike and then move further to draw the blood of the Mon-keigh and punish them for their presumption.

Biel-Tan armies will use the Breakthrough Attacker Force Organisation Chart (see above).

Ulthwé and Ulthwé Strike Force:

The Seer Council knows. They have been watching Elarique and they have been waiting for her call. Ulthwé stands ready to resist the coming darkness. Their armies are already on their way to this little world to play their part in the war that is brewing.

Ulthwé and Ulthwé Strike Force armies will use the Breakthrough Attacker Force Organisation Chart (see above).

Saim-Hann:

The Wild Riders are excited by the opportunity to demonstrate their unique skills in the field before the eyes of the many Craftworlds. Saim-Hann was the first Craftworld to agree to Alliance with Alaitoc, amused though they were by the invitation. The irony was not lost on the Wild Rider Kinsmen.

Saim-Hann Wild Rider armies will use the All Missions Force Organisation Chart found on page 7 of Codex Craftworld Eldar.

Alaitoc Infiltration Force

Alaitoc Rangers have been active on Medusa V for some time. This army list represents those Eldar forces that have been able to quietly infiltrate onto the planet. As such, this list may use the Ranger Disruption Table presented on page 19 of Codex Craftworld Eldar.

Special Rule:

You must take at least two units of Rangers in addition to Force Organisation requirements. As usual, you may not exceed the Force Organisation Chart limits.

Army List:

HQ	Farseer
Elites	Striking Scorpions ¹ , Warp Spiders, Pathfinders
Troops	Guardian Defender Squad ² , Guardian Storm Squad ² , Rangers ³
Fast Attack	Vyper Squadrons ² , Guardian Jetbikes ²
Heavy Support	War Walkers, Support Weapon Battery

¹ Striking Scorpions may not choose a Wave Serpent transport. However, led and trained in recent weeks by Karandras, the Shadow Hunter himself, any Striking Scorpion Exarch may have the Stealth Exarch Power for free.

² You may not include more of these units than either Ranger or Path-finder units. In addition to this no Guardian squad may choose a Wave Serpent transport.

³ You must take at least two units of Rangers in addition to Force Organisation requirements.



Faction Briefing: Waaagh! Nazdreg

"We iz stuck ere boyz. Lootz da humies omes and dragz back wat you find. Da Mekboyz will fix da Rok or dey bash your hedz in!"

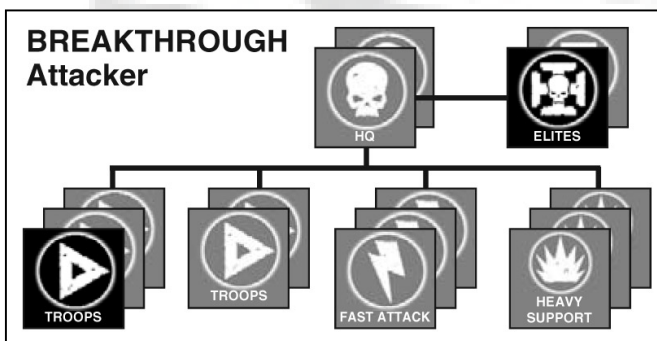
Sybilla Tertius Hive has caught the attention of the Ork Warlord Nazdreg. His greedy eye has fallen on the Hive as a major source of loot. This loot will help to complete his plan to escape Medusa V. That said, if there's any fighting to do along the way, so much the better!

Army Selection Guidelines

Each army has been allocated a specific Force Organisation Chart for the purposes of the campaign; this is designed to represent the state of readiness and the expected mission role of the Orks during the coming events.

Orks:

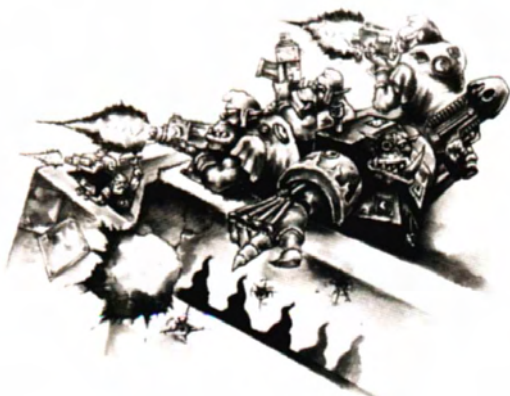
All of the Ork Clans are mustering to smash into any force that opposes them, steal any and all equipment, and then withdraw. With this in mind they are placing their biggest and 'ardest boyz up front to make sure the job gets done. Ork armies will use the Breakthrough Attacker Force Organisation Chart.



Blood Axes:

One of the circumstances unique to the Sybilla Tertius offensive by the Orks is the decision that Nazdreg has taken to deploy rather a high concentration of Blood Axes into the area. As a result the Blood Axe clan has run ahead and, driven their enthusiasm for Kommando raids, gone and inadvertently given warning to the Imperial forces in the vicinity. This doesn't worry the Blood Axes, however, who just see it as another opportunity to fight the Imperium on its own terms. Waaargh!

Blood Axe armies will use the Breakthrough Attacker Force Organisation Chart (see above).



Blood Axes

The Blood Axes are not trusted by other clans who consider them to be treacherous gits who will march off to war alongside other Orks only to run off when things get tough. Blood Axes will even trade and deal with humans, something which is considered a sure sign of their lack of proper Orky spirit.

Army List:

HQ	Warboss, 0-1 Big Mek, 0-1 Painboss
Elites	0-1 Stormboyz, Kommandos, 'Ard Boyz, Skarboyz, 0-1 Flash Gits
Troops	Kommandos**, Slugga Boyz, Shoota Boyz, 0-2 Stikk Bommas, 0-2 Burna Boyz, 0-2 Tankbustas, Gretchin Mobz
Fast Attack	0-1 Trukk Boyz, Warbuggies/Wartraks, Warbike Squadrons
Heavy Support	0-2 Big Gunz Battery, Lootas, Ork Dreadnought, Killer Kans, Looted Vehicles (may not take more than one of each type of vehicle in the army if that vehicle is over 51 points)

** Blood Axe armies MUST meet their Compulsory Troops requirements with Kommandos.

Clan Warboss upgrades: If the Warboss and his retinue number 12 or less models (including Squigs, Grots, etc) they may take a looted Imperial Chimera as a transport, instead of a Wartrukk. This vehicle is subject to the Looted Vehicles rules on page 16 of Codex Orks.

Clan Boss upgrades: Any Troops choice other than Gretchin mobz can choose to purchase a Mad Dok or Mekboy for +10 pts, instead of upgrading a model to a Nob. The Mad Dok must take three Grot Orderlies and the Mekboy must take three Grot Oilers. Each may take any other wargear they would normally be allowed to take from the Ork armoury.

Faction Briefing: Tyranid Vanguard

++Index Xenos report: Medusa V. Sybilla Tertius++

++Several citizens have gone missing and mutilated body parts have been found of others within the past few weeks. If this was not troubling enough, our Holy Inquisition has learned of a splinter fleet bypassing the ruined world of St. Michael, and moving directly towards the Medusa system. I have also ordered teams to the Mortise Desert to investigate sightings of creatures described as 'six-limbed' by an officer of the 442nd. I only hope that this place is not subject to a full scale invasion.++

++Signature Indent: Inquisitor Thoth++

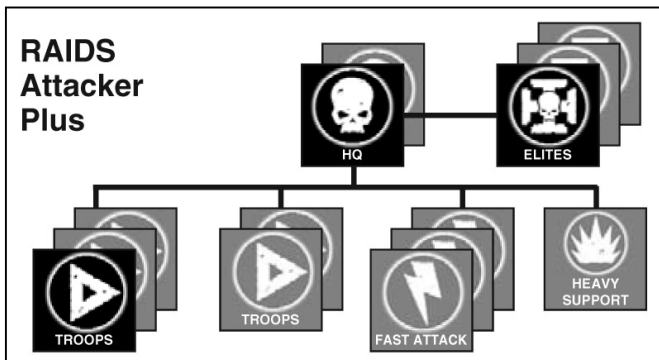
Army Selection Guidelines

Each army has been allocated a specific Force Organisation Chart for the purposes of the campaign; this is designed to represent the Hivemind's state of readiness and the expected growth of the Tyranid infestation during the coming events.

Tyranids:

Tyranids Mycetic Spores are falling towards Medusa V in increasing concentrations. Thus far all of these Spores have arrived undetected over the many months since the Hivemind first sensed the psychic beacon across the dark whirls of space. Armies representing these recent arrivals are mustering within the Mortise Desert to the south of Sybilla Tertius, drawn by the synapse creatures that are patiently building their strength. Slowly, but surely, the swarm is building and will soon be ready to pour forth and devour...

Tyranid armies will use the Raid Attacker Force Organisation Chart with one change: each force MUST include 1 Troops choice as a compulsory selection.



Vanguard Swarm:

Tyranid creatures have been on Medusa V for a long time. They have infiltrated the Hive and begun to breed and grow their strengths. Some of the newer arrivals have organised and moved forward from the Mortise Desert, drawn to the pulsing life in the Quarantine Zone as much as to the Hive itself. Vanguard Swarms will be the first contact that the Imperium has with the splinter fleet that is coming.

Vanguard Swarm armies will use the Raid Attacker Force Organisation Chart.

Vanguard Swarm

The Vanguard Swarm represents the initial stages of a Tyranid infestation on a world and is particularly representative of the Tyranid creatures on Medusa V at this time.

Army List:

HQ	0-1 Broodlord <u>OR</u> 0-1 Tyranid Warrior Brood
Elites	0-1 Lictor, Genestealer Brood, 0-1 Death Leaper*
Troops	Gaunt Brood, Hormagaunt Brood, Ripper Swarm
Fast Attack	Ravener Brood
Heavy Support	0-1 Red Terror*

FACTION SPECIAL OPTION:

Tyranid Vanguard Swarm armies have the following options available to them in this campaign.

The Red Terror

The Red Terror is a Tyranid creature sighted during the assault on Devlan, an Imperial mining world on the Eastern Fringe, although no similar creatures have been reported since. It is entirely possible that in other engagements involving this creature or its like there have simply been no survivors.

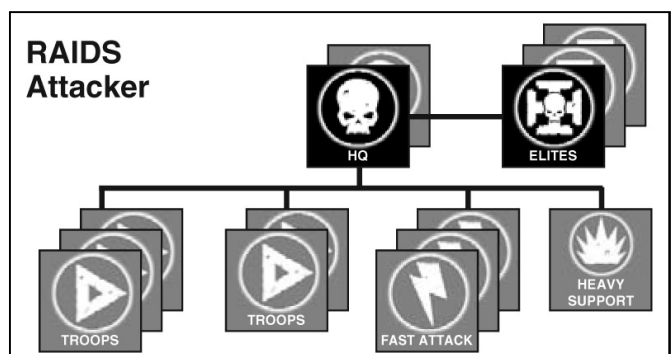
Bio-weapons: The Red Terror is armed with two sets of scything talons, the bonus attacks for which have been included in the profile above. The Red Terror may neither be armed with different bio-weapons nor modified or mutated in any way.

Heavy Support: The Red Terror is a Heavy Support choice for a Vanguard Swarm (See stats overleaf).

SPECIAL RULES

Beast: The Red Terror is exceptionally fast and as such follows the rules for Beasts on page 57 of the Warhammer 40,000 rulebook.

Deep Strike: Like Ravens, the Red Terror has been specifically bred to burrow under enemy positions and burst out of the ground with a horrifying screech. The Red Terror may enter play using the Deep Strike special rule in missions where that special rule is being used.



Monstrous Creature: The Red Terror counts as a Monstrous Creature as described on page 55 of the Warhammer 40,000 rulebook.

Fearless: See page 74 of the Warhammer 40,000 rulebook.

Swallow Whole: The Red Terror is capable of swallowing men whole. If the Red Terror hits with four or more of its attacks in the Assault phase, it can choose a single enemy model in base-to-base contact and swallow it whole! Note: there is no need to declare this beforehand, as this is an option you can elect to use if you roll enough hits.

The Terror scores no other hits if it swallows an enemy, it is entirely engaged in cramming the unfortunate victim into its maw. The swallowed model is removed as a casualty, no roll to wound is made. Armour and invulnerable saving throws do not apply and wargear, such as bionics, cannot save the victim.

The following models cannot be swallowed whole:

- Models with a Strength and/or Toughness value of 5 or more (including increases for Chaos marks, etc)
- Bikes or cavalry models
- Anything that has an Armour Value – for example, vehicles, Dreadnoughts, etc.

Death Leaper

The Death Leaper is a new breed of Lictor that has been detected within the Sybilla Tertius Hive in recent weeks. It is not known where this creature has originated from, as it was previously thought to be a single creature limited to Deran II. Nonetheless, Death Leaper is present and a clear danger to all Imperial citizens.

Stats are at the bottom of the page.

Bio-weapons: Like all other Lictors, Death Leaper is armed with a set of scything talons and rending claws, and also has the feeder tendrils and flesh hooks biomorphs. Death Leaper may not be armed with different.

Special Rules: Death Leaper follows the rules for Lictors in Codex Tyranids with the following exceptions:

Unsurpassed Stealth: Death Leaper deploys as normal for a Lictor, though he does not have to deploy in a terrain piece - he may Deep Strike anywhere on the board.

Enraged: Death Leaper is a particularly vicious Lictor and has one extra attack (included on the profile above) but a notably lighter carapace which makes it easier to penetrate than a normal Lictor on a 6+ (instead of a 5+).

Dark Stars Combat Patrol

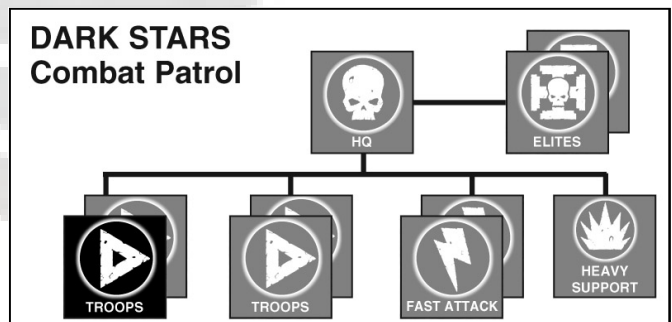
Combat Patrol has a tendency to confuse many players because it is not a water-tight set of rules. The first response to this is to encourage anyone who is confused to read pages 182-183 of the Warhammer 40,000 Revised Edition rule book carefully – especially the right hand column on page 182.

Once you've done that, read on...

IMPORTANT: *These rules clarifications ONLY apply to this campaign event!*

HOW TO SELECT YOUR COMBAT PATROL:

- Choose your army and find the relevant Army List, as shown in the previous section of this booklet.
- Use the Dark Stars Combat Patrol Force Organisation Chart (below).
- Choose your army using the rules for Combat Patrol within the limitations of the Force Organisation Chart.
- Check your choices against the following army clarifications.



General Dark Stars Combat Patrol Exceptions:

Three Wound small swarm-type creatures (eg. Scarabs, Rippers, Nurglings) may be chosen. These choices DO NOT, however, count when filling the Compulsory Troops choice.

No army may take Imperial Assassins.

Imperial Guard

You may ignore the restriction that the Imperial Guard army can only field one Armoured Fist Squad per Infantry platoon.

Blood Angels

Blood Angels patrols ignore the Death Company rules that force Blood Angel Space Marines to become Death Company, as detailed on page 4 of Codex Blood Angels. Blood Angels Chaplains still get their Death Company Honour Guard.

All Eldar Armies

You may deploy a Warlock with any of the following unit types: Guardian, Guardian Jetbike and Wraithguard.

Saim-Hann

Saim-Hann armies MUST use the Dark Stars Combat Patrol Force Organisation Chart.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Red Terror	104	6	-	5	5	3	3	3+2	10	3+
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Death Leaper	90	6	-	6	4	2	6	3+1	10	6+

UNIT NAME:		UNIT TYPE:				POINTS COST:				EXPERIENCE POINTS:			
No.	TROOP TYPE	WS	BS.	S.	T.	W.	I.	A.	Ld.	Sv.	SPECIAL		
No.	VEHICLE TYPE	BS.	ARM. FRONT			ARM. SIDE			ARM. REAR		SPECIAL		
WEAPONS		Range		Strength		AP		Shots		Special Rules			
BATTLE HONOURS:												 THE FALL OF MEDUSA V THIS SUMMER A WORLD WILL DIE	

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UNIT NAME:		UNIT TYPE:				POINTS COST:				EXPERIENCE POINTS:			
No.	TROOP TYPE	WS	BS.	S.	T.	W.	I.	A.	Ld.	Sv.	SPECIAL		
No.	VEHICLE TYPE	BS.	ARM. FRONT			ARM. SIDE			ARM. REAR		SPECIAL		
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WEAPONS		Range		Strength		AP		Shots		Special Rules			
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BATTLE HONOURS:												 THE FALL OF MEDUSA V THIS SUMMER A WORLD WILL DIE	

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VICTORY... OR DEATH?

The last thing we need to establish for the campaign is how we determine the winners. Unfortunately, telling you all the details of that will spoil the surprise!

Suffice to say that this is first and foremost a narrative campaign. This means that the outcomes of the campaign battles fought using the Warhammer 40,000 rules will determine the final results; however, the winners and losers of the campaign will not be determined using a tournament-like scoring system.

It works a bit like this:

- Each faction has a set of objectives, pre-determined by the narrative. You'll be briefed on these objectives as the weekend unfolds.
- As your Task Force wins or loses battles the journey of your faction towards these objectives will unfold.
- Individual battles will reap either the rewards of victory or the spoils of defeat. In practical terms you will either gain bonuses in the next sequence of battles your faction fights, or you will face limitations.
- At the end of the weekend each faction will either have achieved their objectives or not.
- The results of the weekend fighting will determine the status of three key Special Locations in the Sybilla Tertius Hive area of the global map, as presented on the forthcoming website entitled "The Fall of Medusa V", and in the booklet of the same title; the latter will be packed free with UK White Dwarf Issue 317.
- These Special Locations are critical to the UK part of the forthcoming Medusa V global campaign for Warhammer 40,000 in mid-2006.
- Additionally, we will give awards and recognition to the Task Forces most influential in their faction's success or defeat at the event.
- Finally, we will give away bonus awards, "Mentions in Despatches", and other recognition to notable individuals.

WHAT DO I NEED TO DO TO WIN?

Simple— firstly, choose a cool army that you want to play at the event and use the rules in this booklet to prepare a force to play. Paint it up.

Secondly, read your Warhammer 40,000 Revised Edition rulebook from cover to cover. Then read it again.

Send in your Registration Form immediately and receive your faction's Special Intelligence File by email.

Next, practice playing all the scenarios in the rulebook. You'll need this practice. Really.

Finally, get along to the day and play along. Don't get hung-up on the rules of the game, the limitations you'll face one battle or the bonuses you'll receive the next. Enjoy the ride, make your mark and experience another way to play Warhammer 40,000! Enjoy!

CONTACT US FOR HELP!

There are probably a mountain of questions you have left to ask, and that is ok. Please use the following means to get some help.

Telephone: 0115 876 6928, Mon-Fri 9.30am-4pm.
Ask to speak to Che Webster in UK Events.

Email: events@games-workshop.co.uk

Forum: uk.games-workshop.com/forums/ukeventsandtournaments/

Write: Dark Stars Medusa V
Games Workshop Events
Willow Road
Lenton
Nottingham
NG7 2WS

FREQUENTLY ASKED QUESTIONS (FAQ)

As part of our support for players we are anticipating that the mountain of questions we receive will form the basis of a regularly updated FAQ document. We are happy to email this FAQ to any player who can accept it and access a PDF file. If you want to receive the FAQ please include your email address on your Registration Form and we'll send it out to you each time it is updated.

If you'd like a paper copy, just give us a call and we'll be happy to mail the latest version to you free of charge.

Finally, we'll endeavour to get this FAQ up on to the Games Workshop website in the Community zone of the UK site.

We hope that you'll find this helpful.

...AND FINALLY!

Erm... well... the only thing that we want to wish you is all the very best for the event!

Actually, this is an experimental leap into the unknown for us as well as being an exciting opportunity to try something new. We hope you'll get as much fun from the event as we are already enjoying!

See you there!

SPECIAL THANKS

Special thanks go to Richard Kerry, Will Platten, Mike Sharp, and all the other volunteers from the Gaming Club Network (GCN) who have helped with this event.

Without these guys there would be no Dark Stars.

You brought it to life, guys!
Very well done!

We are grateful and we hope you'll enjoy yourselves too...

Thank you all!



FORTHCOMING EVENTS

There are always lots of events being planned throughout the year. Below is a summary of the forthcoming events from the time of going to print. If you would like to find out more about the events mentioned please contact us through the contact information on page 17.

To purchase tickets for these events give our Hobby Specialists a call on:

0115 91 40000

EVENT NAME	EVENT DATES	TICKETS ON SALE
Blood Bowl Grand Tournament 2006	13th & 14th May 2006	ON SALE NOW!
Warhammer Doubles Tournament 2006	24th & 25th June 2006	1st April 2006 (yes, really, honest!)
Call to Arms: Specialist Games Tournaments & Campaigns	8th & 9th July 2006	22nd April 2006
Warhammer Grand Tournament Heats 2006 (3x Heats)	7th & 8th October, 4th & 5th November, 18th & 19th November 2006	8th July 2006
Warhammer 40,000 Grand Tournament Heats 2006 (3x Heats)	14th & 15th October, 11th & 12th November, 25th & 26th November 2006	8th July 2006
Warhammer 40,000 Doubles Tournament 2007	13th & 14th January 2007	14th October 2006
The Lord of The Rings Grand Tournament 2007	27th & 28th January 2007	28th October 2006
Warhammer Rise of Kingdoms Campaign 2007	14th & 15th April 2007	16th December 2006
Blood Bowl Grand Tournament 2007	12th & 13th May 2007	To Be Confirmed...

Imperium Dictatum: 4587538.M39

